

ABSTRACT OF THE DISCLOSURE

5 A computer readable program product stores a role playing game which sets items of equipment provided to a player character in accordance with an operational input, links special abilities with the items of equipment, increases a level of mastery of an item of equipment of a player character in accordance with fight experience between the player character and an enemy character, sets an AP value for a special ability linked with an item of equipment in accordance with the level of mastery of the item of equipment, and allows the player character to use a special ability after the AP value of that special ability reaches a value for acquisition of that special ability.